



OFF ROAD



MANUAL

xplosiv®

NEED MORE HELP?

Please be sure to read any README files contained on the game CD before attempting installation.

SHOULD YOU ENCOUNTER ANY PROBLEMS WITH THIS PRODUCT, CHECK OUT THE EMPIRE WEBSITE FIRST.

It contains the most up to date information together with any patches or downloads that may be available.

<http://support.empireinteractive.com/default.aspx>

If you have a specific problem that is not covered by our website, you can contact us using any of the following methods. Please be sure to have the following information to hand when contacting us;

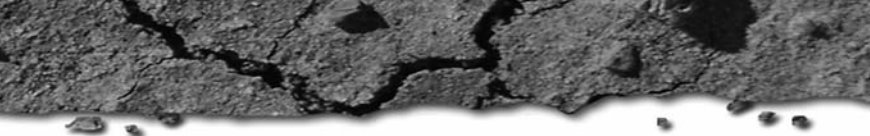
- *Manufacturer of your computer system.*
- *Brand and speed of the processor.*
- *How much RAM you have.*
- *Version of Windows you are using (if you are unsure, right-click on the my computer icon, and select properties).*
- *Manufacturer and model of your video and sound cards.*

*Email: support@empire.co.uk
 with the name **Off Road** in the subject field of the email*

*Telephone: 087 0034 4400
 9.30am - 1.00pm and 2.00pm - 6.00pm Monday to Friday.
 Closed on Public Holidays.*

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These services apply to English language product only. Please note these services are not able to give game-play hints or tips.



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INSTALLING OFF ROAD

1. Please insert the OFF ROAD CD-ROM (label facing up) into your CD-ROM or DVD-ROM drive. After a few seconds the game should autorun. Select "Install" to install the game. If it does not then please refer to point 2, otherwise skip to point 3.
2. If autorun is disabled, double click on "My Computer" on the Windows desktop. Double click on your CD-ROM or DVD-ROM drive to view the contents of the disc. Double click on the file called autorun.exe.
3. Please follow the on-screen instructions carefully to complete the installation.

Note: Please refer to the readme file during installation for the most up-to-date information.

GAME CONFIGURATION

After installation, you will be taken to the Game Configuration screen. From here you will be able to set your controller, graphics, audio and language preferences. Select OK to save any changes you have made and return to the Desktop. Select Run Game to save the changes you have made and run the game.

KEYBOARD CONTROLS

Player 1 Keyboard Controls

Control	In-Game	Menus
Left / Right arrow	Steering	Menu left / right
Down arrow	Brake / Reverse	Menu down
Up arrow	Accelerate	Menu up
Right Shift	Rear View	-
Right Control	Handbrake	-
Enter	Switch Camera	Accept
Escape	Pause / Resume	Back
P	Pause	-
:	Zoom mini map	-
;	Zoom map	-
I	-	Special Function

Player 2 Keyboard Controls

Control	In-Game
W	Accelerate
A / D	Steering (Left / Right)
S	Brake / Reverse
Left Control	Handbrake
Q	Change View
Left Shift	Rear View
Tab	Zoom map

GETTING STARTED

Welcome to **OFF ROAD!** Race 18 of Land Rover and Ford's toughest off-road trucks, 4x4's and SUV's through lush environments, stunning scenery and tricky terrain. Gain an advantage by finding and taking one of the alternate routes. Get off the tarmac and onto the dirt!

MAIN MENU

QUICK RACE – Compete in a single race. The fastest way to get racing! Some tracks are not available in this mode.

CAREER – Take on the challenge of the career game to collect the best vehicles and unlock new tracks and arcade challenges.

TOURNAMENT – A series of linked races offering a shorter challenge than the career.

ARCADE – Compete in races and challenges with your unlocked vehicles and tracks.

MULTIPLAYER – Compete in two player races.

OPTIONS – Select your **OFF ROAD** options.

CAREER MENU

Compete in a series of competitions and challenges in order to progress through the racing environments, earn credits and unlock new vehicles and tracks. Start in the desert lowlands and work your way through ever more demanding environments, moving through wet and rugged woodlands and up to the snow covered mountainsides for the most demanding off road racing experience. Success in career mode challenges unlocks them for use in arcade mode.

CAREER MAP – Shows your position in the career game from which you can select the next challenge or race you wish to enter.

GARAGE – Repair your vehicles that have suffered race damage.

SHOWROOM – Buy the vehicles you have unlocked.

TOURNAMENT MENU

Tournament mode is a 'mini career game' for players wanting a 'pure' racing experience.

TOURNAMENT MAP – Shows your position in the career game from which you can select the next race you wish to enter.

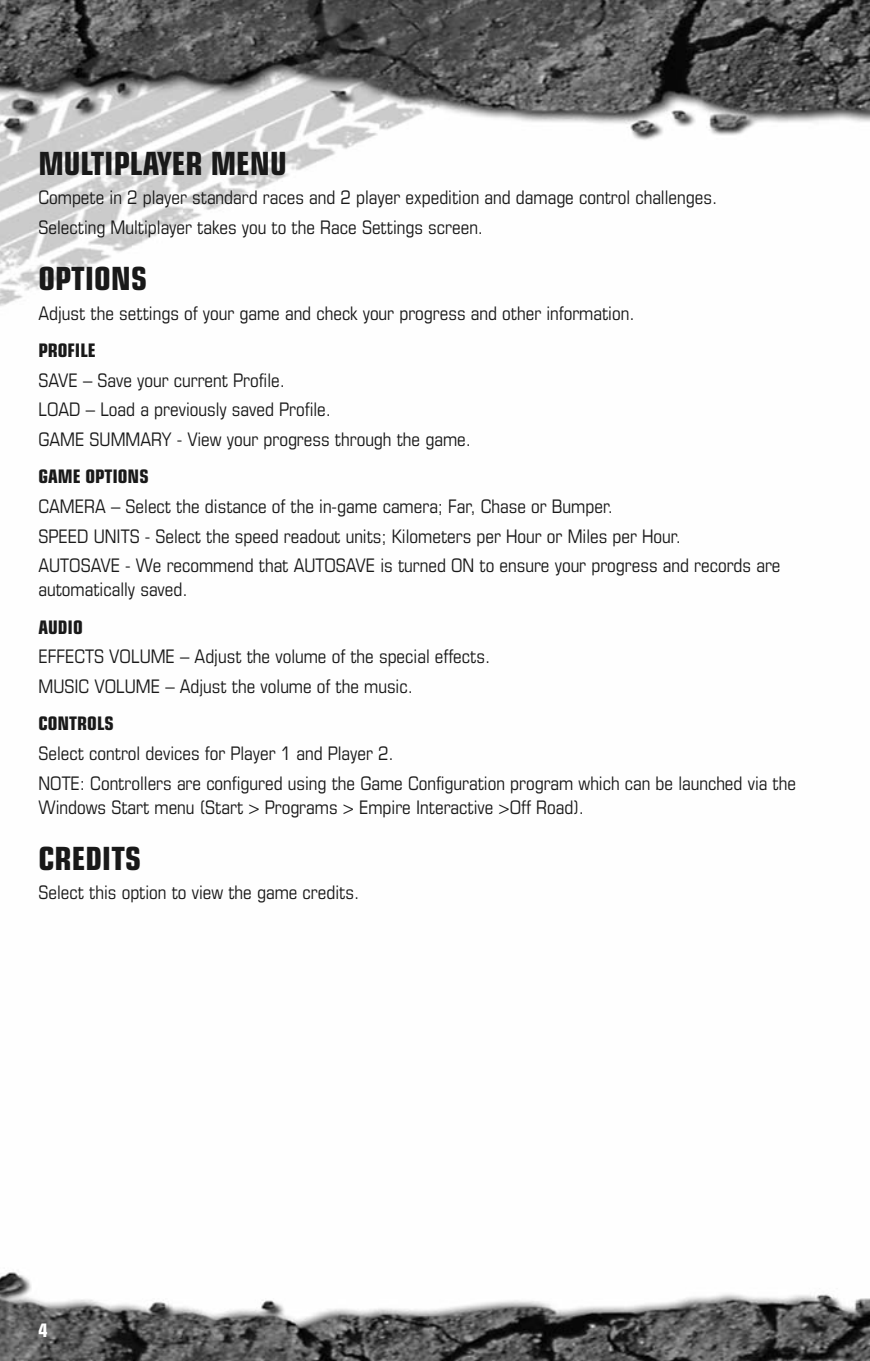
GARAGE – Repair your vehicles that have suffered race damage. The tournament garage is separate from the career mode garage.

SHOWROOM – Buy the vehicles you have unlocked playing the career game. Your tournament bank account is separate from your career one.

Note: Additional vehicles can be unlocked by playing Career Mode.

ARCADE MENU

Compete in quick races and challenges with your unlocked vehicles and tracks. Increase the difficulty setting for a tougher challenge.



MULTIPLAYER MENU

Compete in 2 player standard races and 2 player expedition and damage control challenges. Selecting Multiplayer takes you to the Race Settings screen.

OPTIONS

Adjust the settings of your game and check your progress and other information.

PROFILE

SAVE – Save your current Profile.

LOAD – Load a previously saved Profile.

GAME SUMMARY - View your progress through the game.

GAME OPTIONS

CAMERA – Select the distance of the in-game camera; Far, Chase or Bumper.

SPEED UNITS - Select the speed readout units; Kilometers per Hour or Miles per Hour.

AUTOSAVE - We recommend that AUTOSAVE is turned ON to ensure your progress and records are automatically saved.

AUDIO

EFFECTS VOLUME – Adjust the volume of the special effects.

MUSIC VOLUME – Adjust the volume of the music.

CONTROLS

Select control devices for Player 1 and Player 2.

NOTE: Controllers are configured using the Game Configuration program which can be launched via the Windows Start menu (Start > Programs > Empire Interactive >Off Road).

CREDITS

Select this option to view the game credits.

RACING

RACING DISPLAYS



POSITION INDICATOR

The position indicator shows the current position of your vehicle and the total number of vehicles in the race.

TRACK MAP

The track map shows the layout of the track ahead with coloured dots indicating the positions of all vehicles in the race. Your vehicle is displayed as a red triangle and your opponents as yellow dots.

The alternate routes and short cuts are shown as darker sections of track.

The start/finish line is indicated by a chequered marker across the track.

Checkpoints are displayed on the track map during the checkpoint challenges.

In a race or challenge where there are repair pods present these are displayed on the track map.

TIP: Use the colon key (:) to zoom the Track Map in and out. Zooming in gives you a close up look at the track immediately in front of you, zooming out gives a less detailed overview of the entire circuit.

TIP: Alternate Routes

There are a number of different paths you can take on the **OFF ROAD** tracks as alternate routes branch off the main racing circuit. These will split and return from the main track and may offer the potential for gaining positions or time within a race or challenge.

Note that 'pick ups' can often be found on alternate routes.

LAP INDICATOR

The lap indicator shows your current lap and the total number of laps in the race.

LAP TIMERS

The lap timers show your current lap time and your best lap time.

SPEED INDICATOR

The speed indicator shows the current speed of your vehicle.

TIP: When racing use the different camera views to help choose the best tactics.

Use the 'Far Chase' camera to increase your field of view, especially useful when driving one of the larger vehicles in the game or if trying to find hidden pick ups.

Use the Rear View camera to see a reverse view of the track and all of the vehicles behind you.

DAMAGE INDICATOR

The damage indicator is the arc inside the speedometer which is scaled from 0% (no damage) to 100%. The damage indicator is only 'active' when playing career and tournament games or during a damage control challenge. In other modes it will always read zero.

PICK-UPS

A number of the challenges and races in **OFF ROAD** feature 'pick ups' placed around the track. To take advantage of these simply drive over the pick up whilst racing.

Pick Ups include

	'Repair Pods' (repair your vehicle whilst racing)
	Money
	Time Bonus Modifiers
	Time Penalty Modifiers
	Artefacts

RACE & CHALLENGE TYPES

There are 12 types of races and challenges types in **OFF ROAD**:

RACE

A 3 lap race with the player's vehicle versus 5 opponents. Points are awarded according to finishing positions at the end of the third lap.

Points are awarded as follows:

Position	1 st	2 nd	3 rd	4 th	5 th	6 th
Points	10	8	6	4	2	1

ELIMINATION

A 3 lap race where the last 2 vehicles at the end of each lap are eliminated from the contest and removed from the track. The race ends if the player is eliminated at the end of a lap or at the end of the third lap if the player makes it that far! Points are awarded according to finishing position.

Points are awarded as follows:

Position	1 st	2 nd	3 rd	4 th	5 th	6 th
Points	10	8	6	4	2	1

EXPEDITION

This is a 3 lap solo challenge where you must collect the target number of artifacts to succeed.

TIME ATTACK

This is a race against the clock. You have to beat the target lap time within 9 laps.

GAUNTLET

This is a 3 lap challenge against an increasing number of opponents who are given a head start. At the end of every lap the player must be in first position for the challenge to continue. To win the player must be in first position at the end of the final lap.

OVERTAKE

For this challenge you have to overtake the target number of opposing vehicles within the time limit to win the challenge. Bonus time is awarded for every vehicle you overtake without colliding.

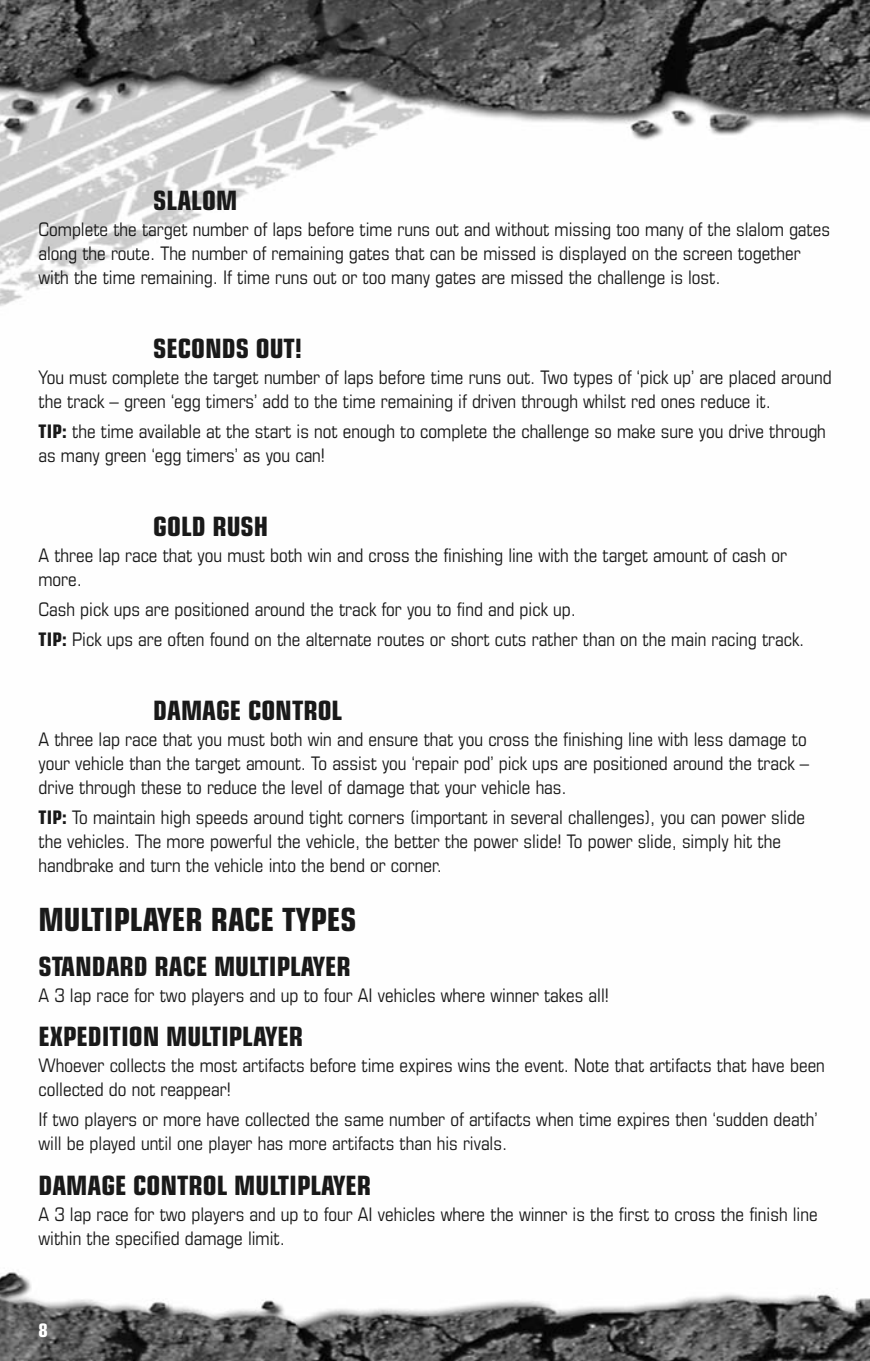
POINT TO POINT

A challenge where the player must pass through a target number of checkpoints before time runs out. If a checkpoint is reached bonus seconds are added to the time remaining and a new checkpoint is positioned on the track.

TIP: check the mini map to see where the next checkpoint is – it might be behind you in which case a quick 180° turn with the handbrake might be the fastest way to get there!

CHECKPOINT RACE

A race against 5 opponents and the clock! You must reach a series of checkpoints before time expires AND finish the race in first position in order to win.



SLALOM

Complete the target number of laps before time runs out and without missing too many of the slalom gates along the route. The number of remaining gates that can be missed is displayed on the screen together with the time remaining. If time runs out or too many gates are missed the challenge is lost.

SECONDS OUT!

You must complete the target number of laps before time runs out. Two types of 'pick up' are placed around the track – green 'egg timers' add to the time remaining if driven through whilst red ones reduce it.

TIP: the time available at the start is not enough to complete the challenge so make sure you drive through as many green 'egg timers' as you can!

GOLD RUSH

A three lap race that you must both win and cross the finishing line with the target amount of cash or more.

Cash pick ups are positioned around the track for you to find and pick up.

TIP: Pick ups are often found on the alternate routes or short cuts rather than on the main racing track.

DAMAGE CONTROL

A three lap race that you must both win and ensure that you cross the finishing line with less damage to your vehicle than the target amount. To assist you 'repair pod' pick ups are positioned around the track – drive through these to reduce the level of damage that your vehicle has.

TIP: To maintain high speeds around tight corners (important in several challenges), you can power slide the vehicles. The more powerful the vehicle, the better the power slide! To power slide, simply hit the handbrake and turn the vehicle into the bend or corner.

MULTIPLAYER RACE TYPES

STANDARD RACE MULTIPLAYER

A 3 lap race for two players and up to four AI vehicles where winner takes all!

EXPEDITION MULTIPLAYER

Whoever collects the most artifacts before time expires wins the event. Note that artifacts that have been collected do not reappear!

If two players or more have collected the same number of artifacts when time expires then 'sudden death' will be played until one player has more artifacts than his rivals.

DAMAGE CONTROL MULTIPLAYER

A 3 lap race for two players and up to four AI vehicles where the winner is the first to cross the finish line within the specified damage limit.

THE CAREER GAME

EVENTS

The career game comprises of a series of events, all of which are shown on the career map as circles. The selected event is indicated by a larger circle.

An event is completed when you have finished 1st in the competition and succeeded with the challenges.

To complete the career you must make your way across the map and win the final grand event.

On the map the colour of the event circle is interpreted as follows

BLUE – The event is unlocked

WHITE – The event is locked

GREEN – The event is complete

To reach (and win) the final event it is not necessary to successfully complete every event, although failing to do so might mean that you have not unlocked a sufficiently high powered vehicle to compete successfully in the final competition!

In addition successfully completing events earns you money to buy new vehicles from the showroom, repair your damaged vehicles and unlocks additional tracks and vehicles for use in other game modes.

Be aware that as you progress through the career game you will encounter more skilful opponents (in more powerful vehicles), face tougher challenges and race on more treacherous surfaces!

COMPETITIONS

The roads connecting the events indicate how you can progress across the career map. There is no set order in which you progress across the map, however, the events become more challenging towards the right-hand side of the map.

Competitions comprise a series of races which enable you to earn credits and unlock new events. You can repeat competitions in order to earn more credits. You can only be entered in one competition at a time. If you start a new competition when one is already in progress, your progress in the first competition will be lost.

TIP: As you move across the map you should buy faster vehicles in order to be competitive as the events get tougher.

TIP: Power sliding the heavier vehicles can be key to achieving fast lap times.

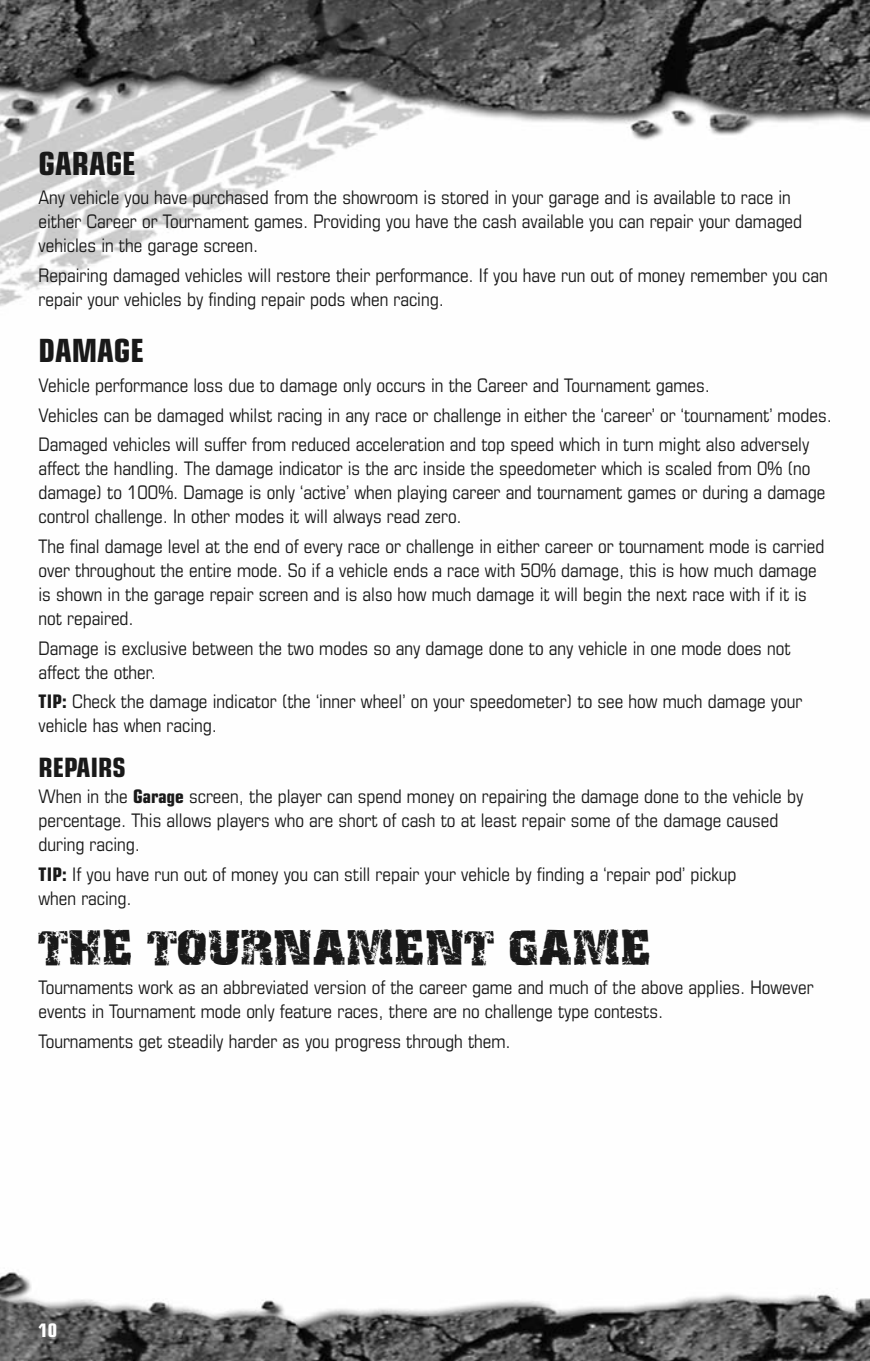
CHALLENGES

Successfully complete challenges to unlock vehicles and tracks.

SHOWROOM

Any vehicles you have unlocked are available to purchase from the showroom. You can purchase the same vehicle more than once.

WARNING: Your garage can only hold a maximum of 36 vehicles so don't buy too many of the same one otherwise you will run out of room before you unlock the more powerful ones towards the end of the game!



GARAGE

Any vehicle you have purchased from the showroom is stored in your garage and is available to race in either Career or Tournament games. Providing you have the cash available you can repair your damaged vehicles in the garage screen.

Repairing damaged vehicles will restore their performance. If you have run out of money remember you can repair your vehicles by finding repair pods when racing.

DAMAGE

Vehicle performance loss due to damage only occurs in the Career and Tournament games.

Vehicles can be damaged whilst racing in any race or challenge in either the 'career' or 'tournament' modes.

Damaged vehicles will suffer from reduced acceleration and top speed which in turn might also adversely affect the handling. The damage indicator is the arc inside the speedometer which is scaled from 0% (no damage) to 100%. Damage is only 'active' when playing career and tournament games or during a damage control challenge. In other modes it will always read zero.

The final damage level at the end of every race or challenge in either career or tournament mode is carried over throughout the entire mode. So if a vehicle ends a race with 50% damage, this is how much damage is shown in the garage repair screen and is also how much damage it will begin the next race with if it is not repaired.

Damage is exclusive between the two modes so any damage done to any vehicle in one mode does not affect the other.

TIP: Check the damage indicator (the 'inner wheel' on your speedometer) to see how much damage your vehicle has when racing.

REPAIRS

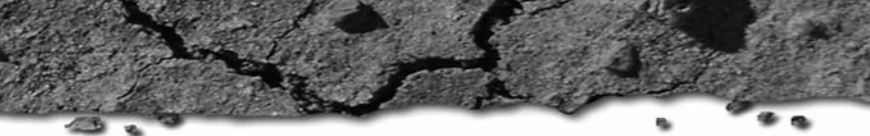
When in the **Garage** screen, the player can spend money on repairing the damage done to the vehicle by percentage. This allows players who are short of cash to at least repair some of the damage caused during racing.

TIP: If you have run out of money you can still repair your vehicle by finding a 'repair pod' pickup when racing.

THE TOURNAMENT GAME

Tournaments work as an abbreviated version of the career game and much of the above applies. However events in Tournament mode only feature races, there are no challenge type contests.

Tournaments get steadily harder as you progress through them.



GAME DIFFICULTY

Difficulty settings only apply to arcade mode.

Choose the difficulty setting on the Arcade: Select Race screen.

Difficulty levels affect a number of areas in the game, including the following:

- Opponents skill levels and the vehicles they drive.
- Target lap times for the time attack challenge. Each vehicle has a unique target lap time for each track and difficulty setting.
- Time limits (for time based challenges).
- More pick ups are needed to win challenges.

MULTIPLAYER

Play against an opponent in a two player split screen mode.

RACE SETTINGS:

RACE TYPE – Choose your preferred race type; Race, Expedition and Damage Control

CAR – Select the car you would like to race with.

LOCATION – Select the area you like to race in. Once you have selected a location, you will be asked to select a TRACK in that location.

CREDITS

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Warning: Read before using your computer game system

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Published by Empire Interactive Europe Limited. Developed by Razorworks.

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